Potionomics

Potionomics

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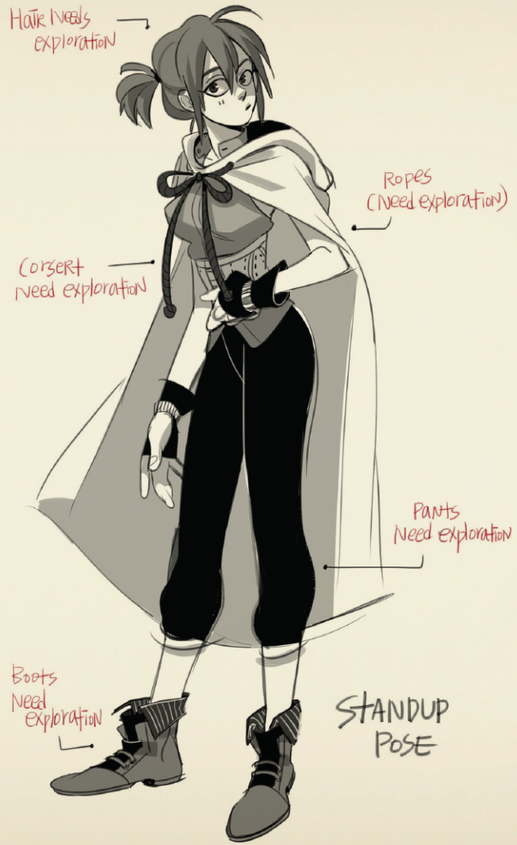
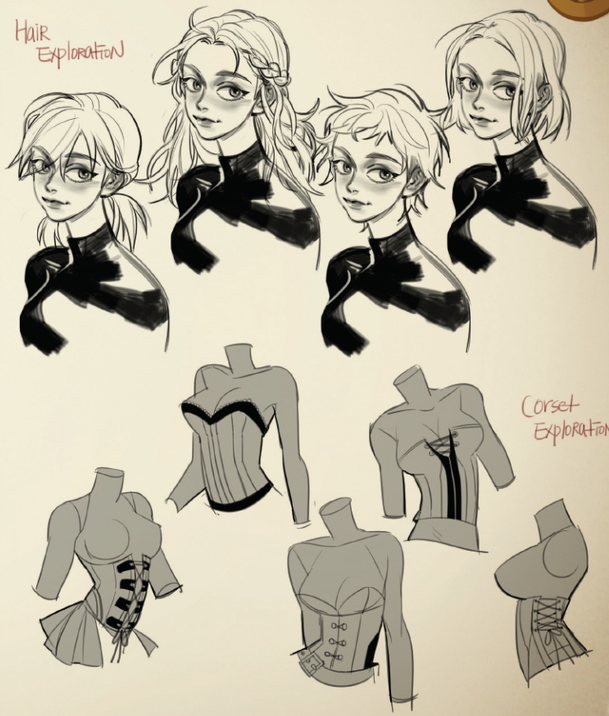
SYLVIA

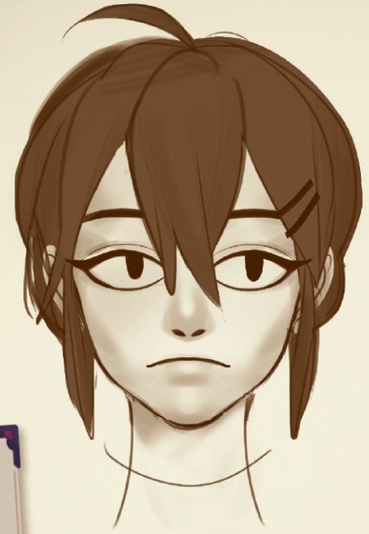
Sylvia is a young witch with a dream. Fresh out of college, she's eager to put her potion-making skills to the test.

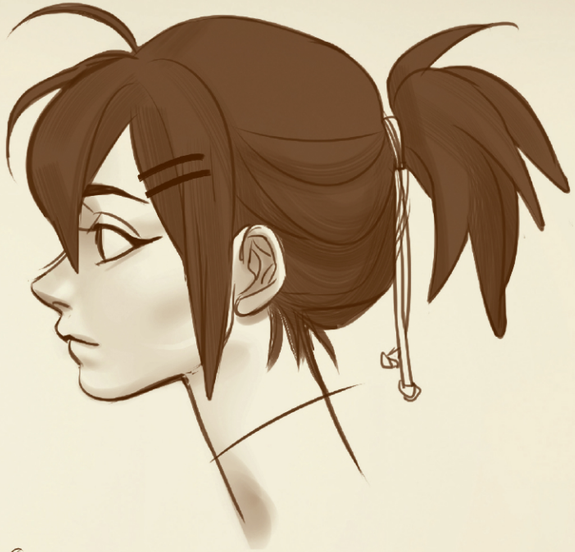
When she inherits her Uncle Oswald's potions shop, Sylvia travels to the remote island of Rafta, little suspecting the challenges that await her. It's a competitive market, but she's determined to prove herself. And she won't have to do it alone.

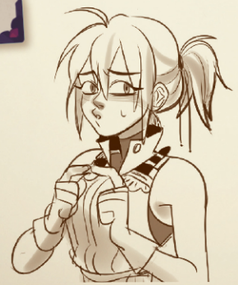
SYLVIA









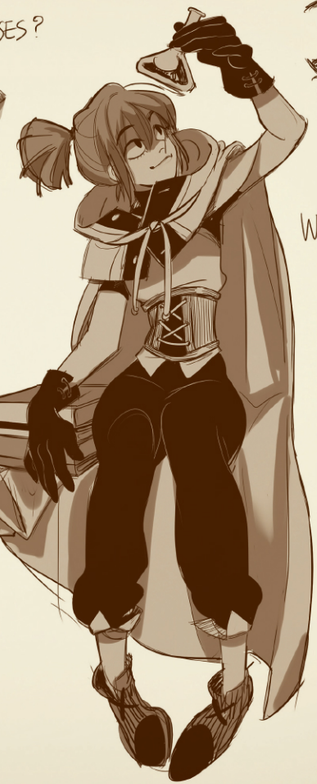


No

SYLVIA

GLASSES?

CAPE



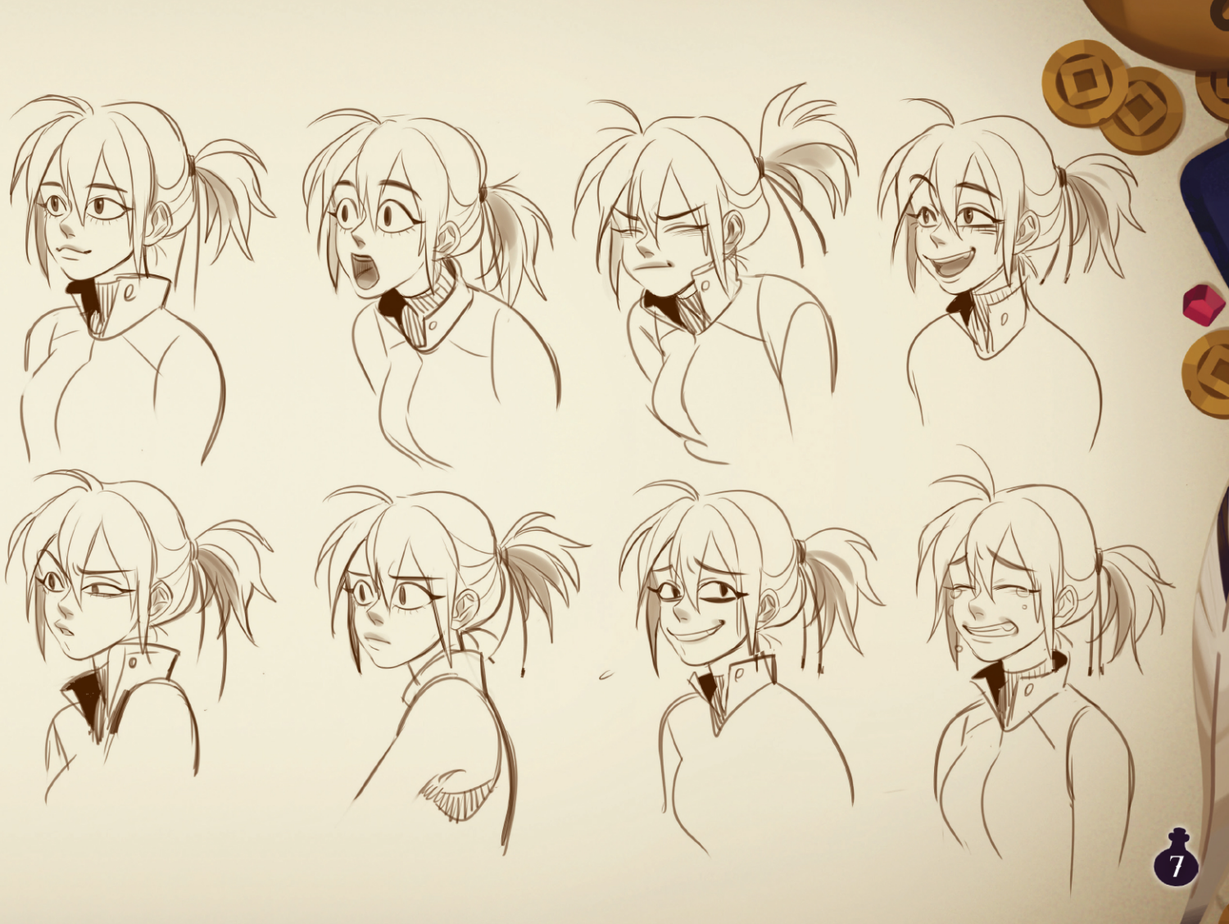
THICK
EYEBROWS
SHAPED
EYES

WITHOUT A
CAPE

HAIR

BACK

SYLVIA



OWL

Sylvia is surprised to find Owl living in the rafters of her uncle's abandoned potions shop, but the bird quickly proves helpful, sharing his business acumen, words of encouragement... and plenty of unsolicited opinions.

He can be gruff, and he's easily flustered, but Owl is invested in Sylvia's success. Despite his genuine affection for her, his motivations aren't entirely altruistic.

Disgusted

Concentrate

Confused

Curious.

Bored
Picking things up with his foot.

Irritated

Flexible beard. like a 2nd eyebrow

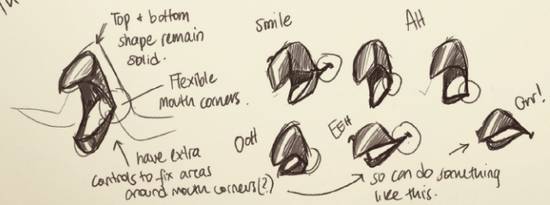
Sad

against the wind.

Surprise
Create oval eyes

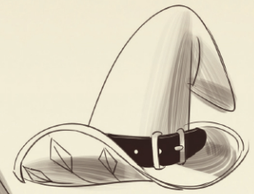
Frustrated.
Scaling eyes + pupils

SIGH

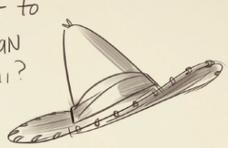

Top + bottom shape remain solid.
Flexible mouth corners.
I have extra controls to fix areas around mouth corners(?)
Smile
Ah
Ooh
Eee
Grr!
so can do something like this.

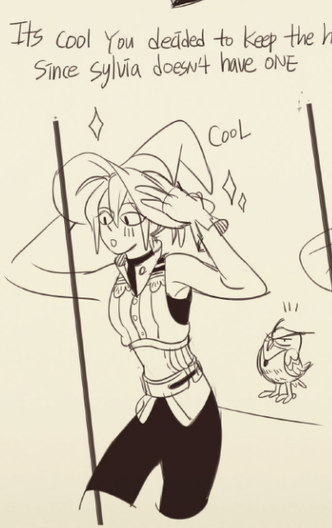
Pulling the front down.

HAT

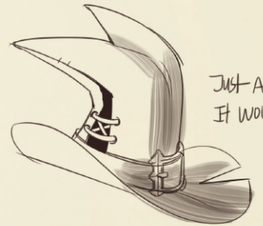


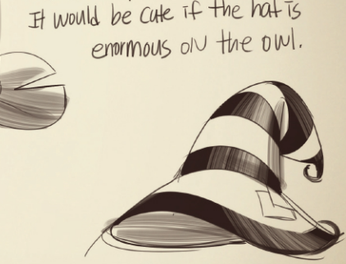
I kind of want to keep Hat design simple..?

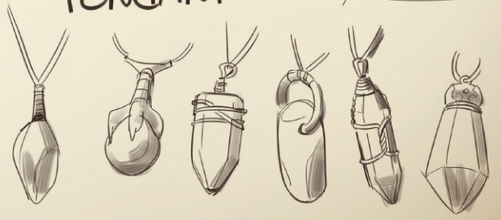



Its cool You decided to keep the hat !! Since Sylvia doesn't have one
COOL

MINE
OW OW




Just a thought, It would be cute if the hat is enormous on the owl.


Pendant

Failure

Glare

I knew that was going to happen

Hahhh...

Sarcastic

Mindreading...

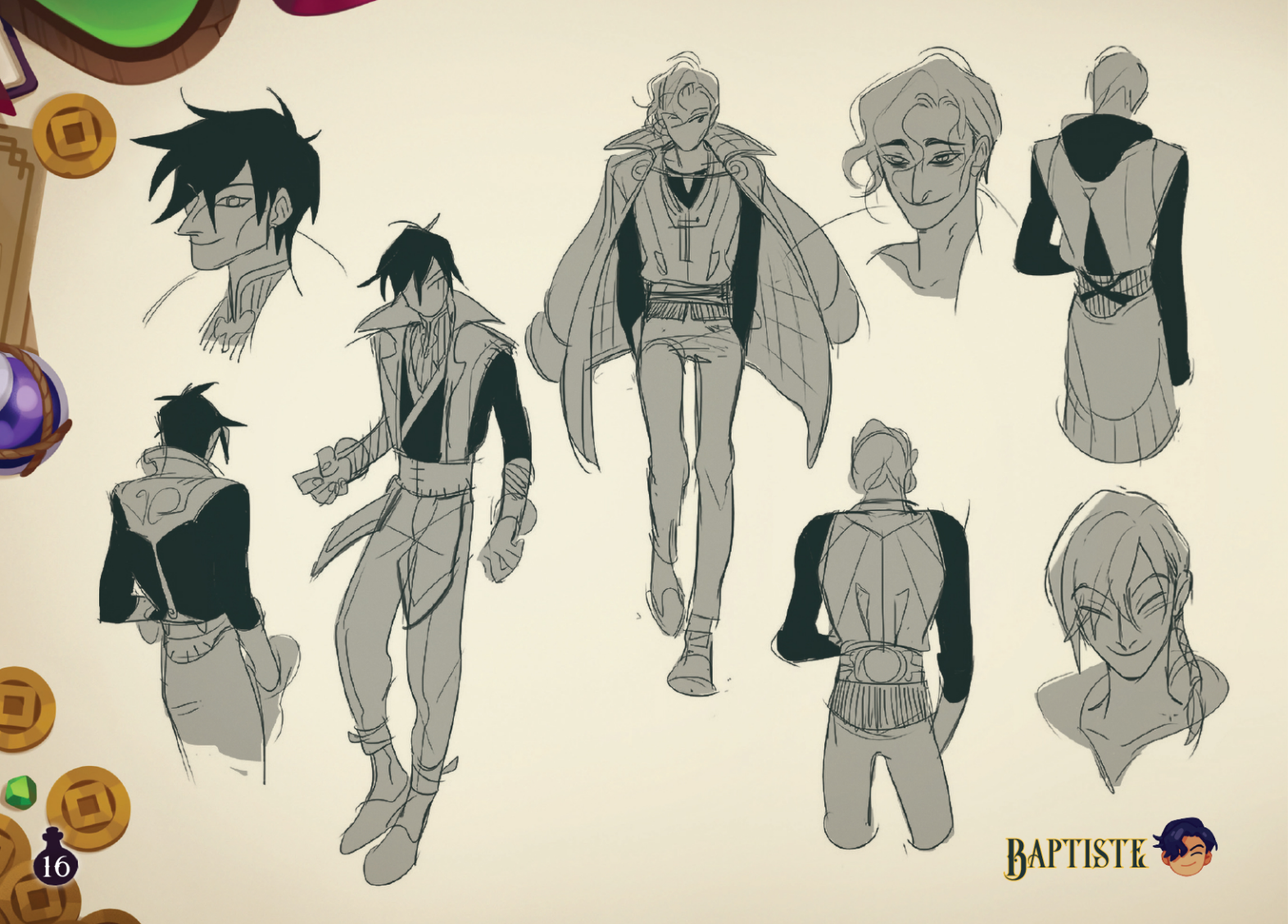
Furious?

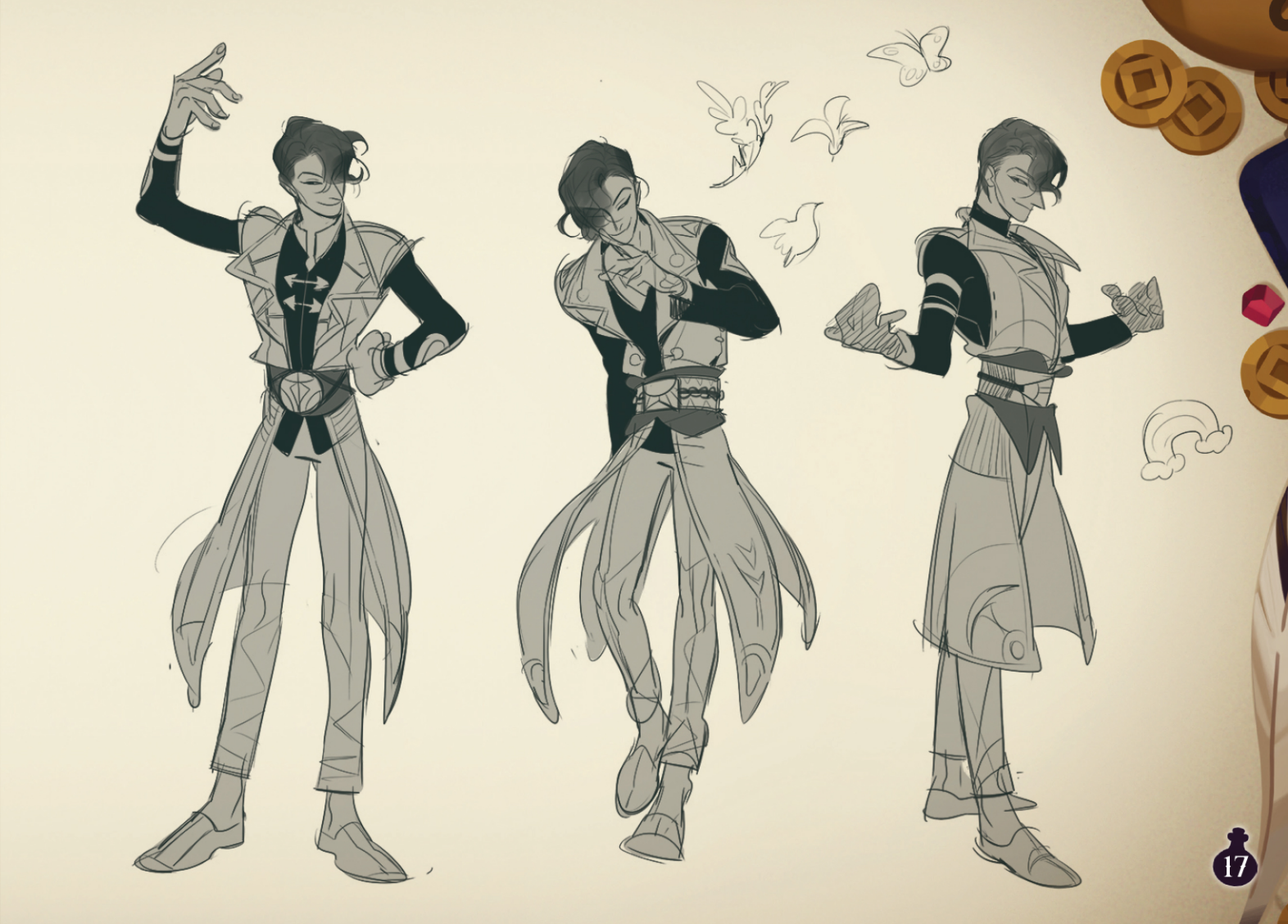
BAPTISTE

As guildmaster of the local chapter of the Heroes Guild, Baptiste is in over his head. The rough and rowdy heroes see him as an aristocratic outsider, despite his determination to improve the lot of Rafta's heroes.

Baptiste has led a sheltered life, and he's eager for new experiences, embracing all the strangeness Rafta has to offer.

BAPTISTE


BAPTISTE

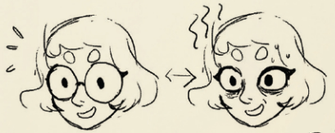


Luna

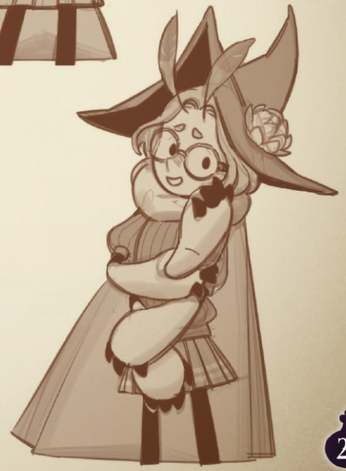
As the founder and sole proprietor of Rafta's hottest up-and-coming marketing agency, Luna has her work cut out for her. But that's okay, because Luna loves to work!

Luna left a promising position at a big firm on the mainland to come to Rafta and work for herself. She's had a hard time convincing her overbearing parents that it was a smart move.

three fingered hands?



glasses are disguise for how tired she is



Mint

Newly arrived to Rafta's shores, Mint is a new recruit with the Heroes Guild. For Mint, who grew up enraptured by tales of the heroes' exploits, joining the guild is a dream come true.

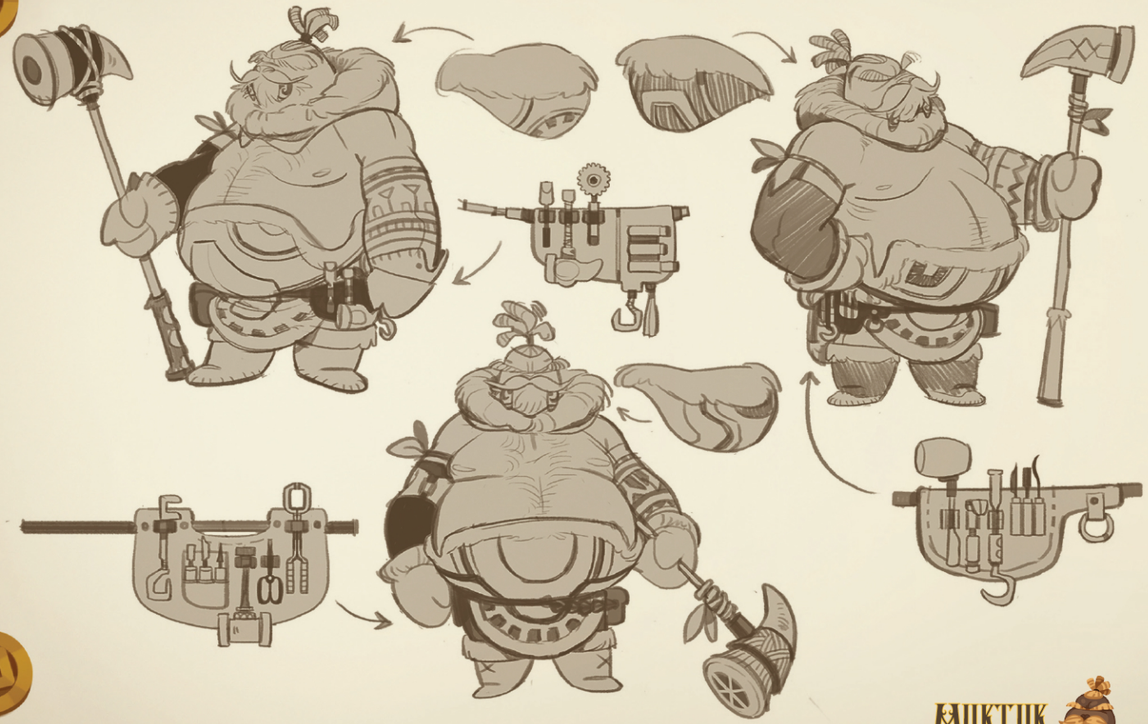
Although Mint is quick to see the best in everyone, she sometimes doubts herself, and she worries that she won't measure up to her childhood heroes. She's working on it!

MINT

Muktuk

Boisterous and bombastic, Muktuk is a craftsman who believes wholeheartedly in the life-changing potential of art. He has come to Rafta on a pilgrimage to share beauty with the world.

Muktuk sells hand-crafted cauldrons and other potion-making equipment out of his marketplace stall, where he's free to use his outdoor voice.



AUKTUK

Scarf
Now THIS is the true craftsmanship!
?
What do you think Grandfather?
Muscle Flex
Belt

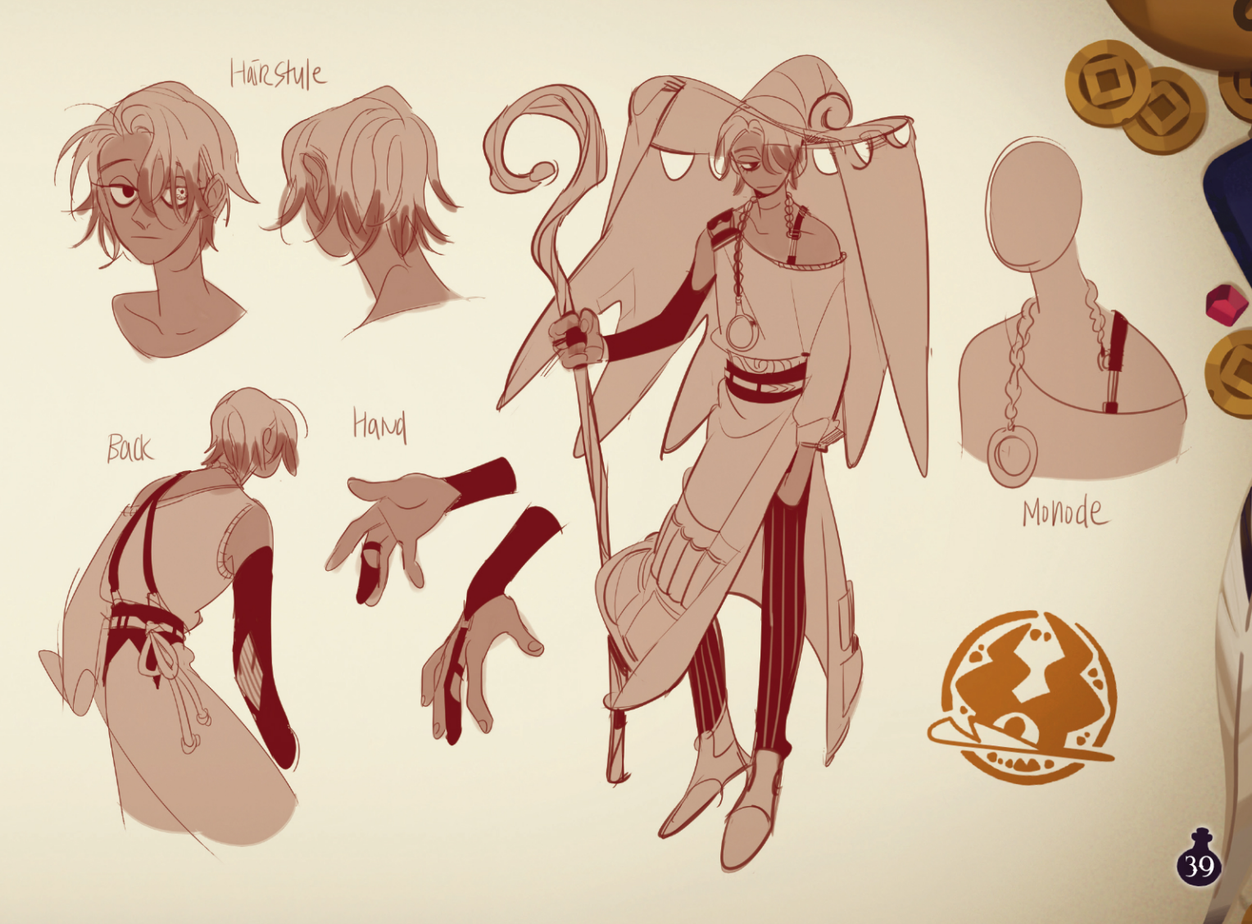
QUINN

From their flying broom, high above the island, Quinn sells — and occasionally eats — potion ingredients. A clairvoyant, Quinn uses a crystal ball to expand their offerings.

Quinn is prickly and terse, but they have a soft spot for their mimic, Boxer. A rescue, Boxer serves as storage (and security) for Quinn's inventory of ingredients.

QUINN

QUINN

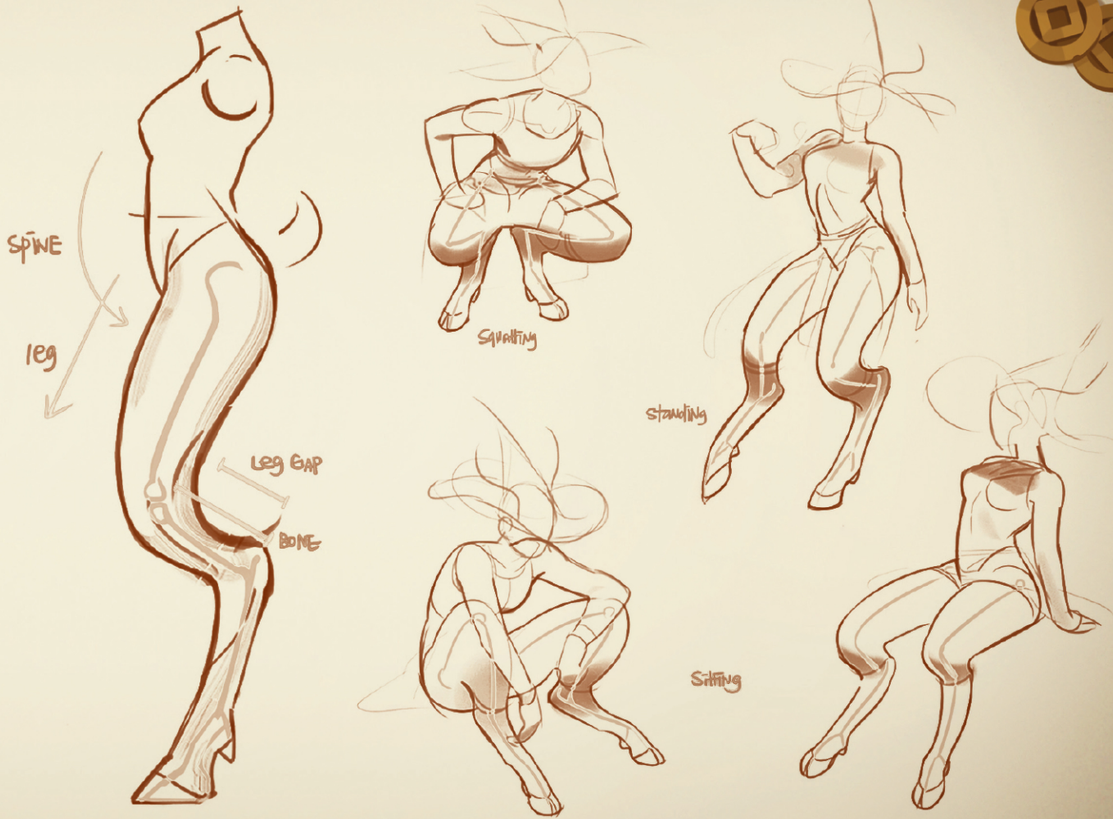


SAFFRON

Saffron makes her home in an enchanted forest, where she feels at peace among the trees. A long life has brought Saffron a measure of wisdom... and no small amount of grief.

Saffron's magical affinity with nature serves her well both as carpenter and kindling salesperson. She speaks to trees, and they seem to listen.

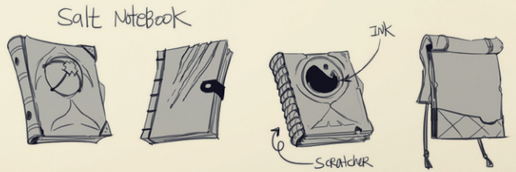
SAFFRON



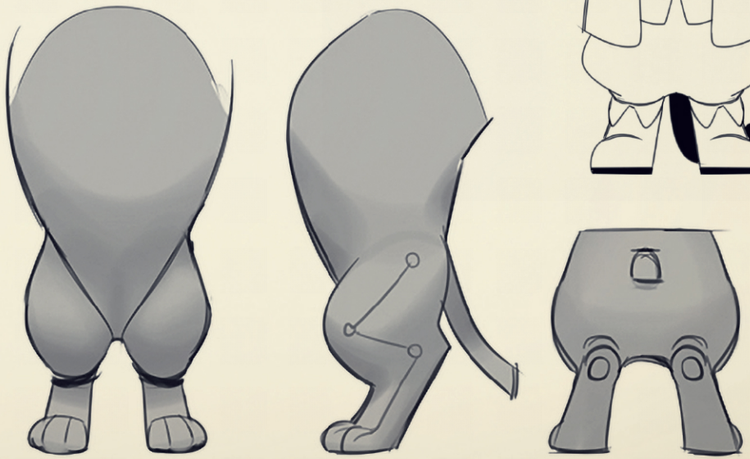
Salt & Pepper

Of all the pirates who sail the seas off Rafta's coast, none are more mischievous than Salt and Pepper. The cat pirates — quartermaster and captain, respectively — delight in pulling pranks.

Both cats think of their pirate crew as their family. They're willing to bring in strays, provided they show a capacity for mischief and fearlessness.

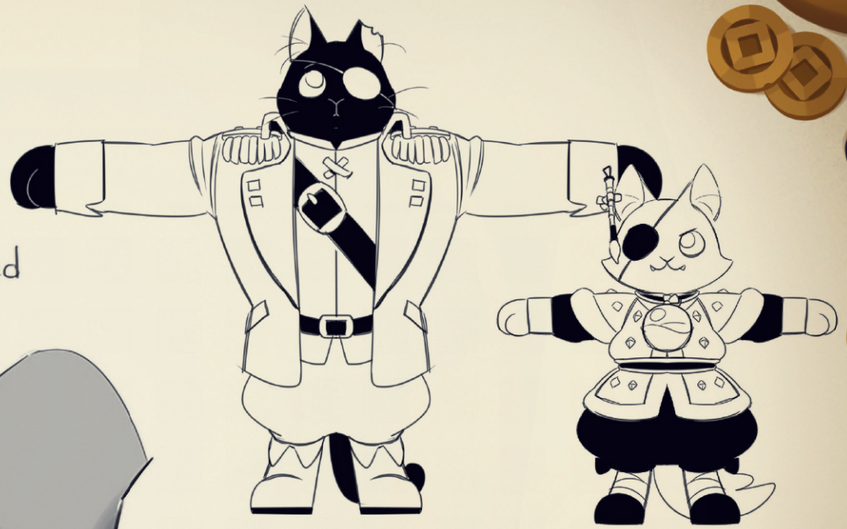


Leg Shape Explained



BONE

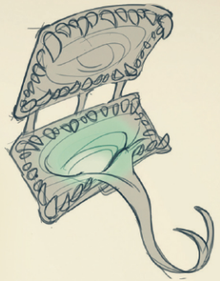
FLOOR



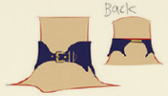
XID

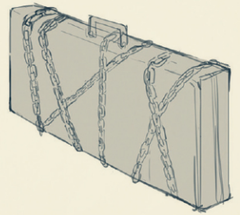
Xid is a bard who performs regularly at the heroes' guildhall. She's no up-and-coming novice, however. As Xidriel, she's already achieved massive success as a singer.

But Xid isn't content to rest on her laurels. She aspires to more, and she hopes Rafta will provide the inspiration she's looking for.

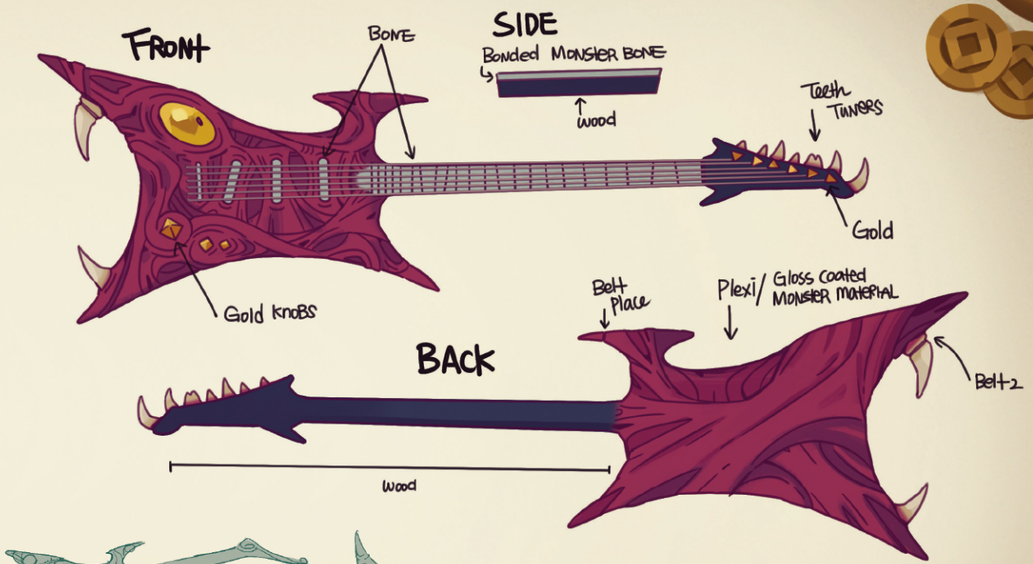


XID

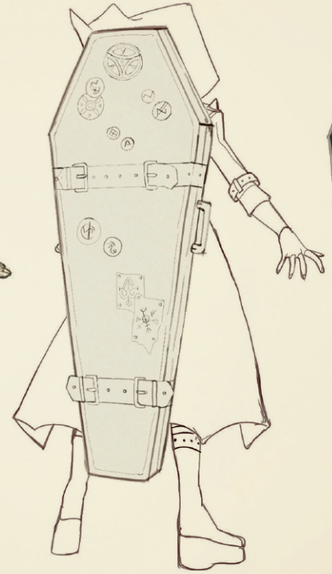




XID


FRONT
BONE
SIDE
Bonded MONSTER BONE
wood
Teeth TUNERS
Gold
Gold knobs
Belt Place
Plexi/ Gloss coated MONSTER MATERIAL
BACK
Belt-2
wood

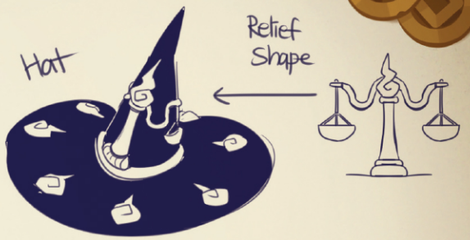
XID



HELENE

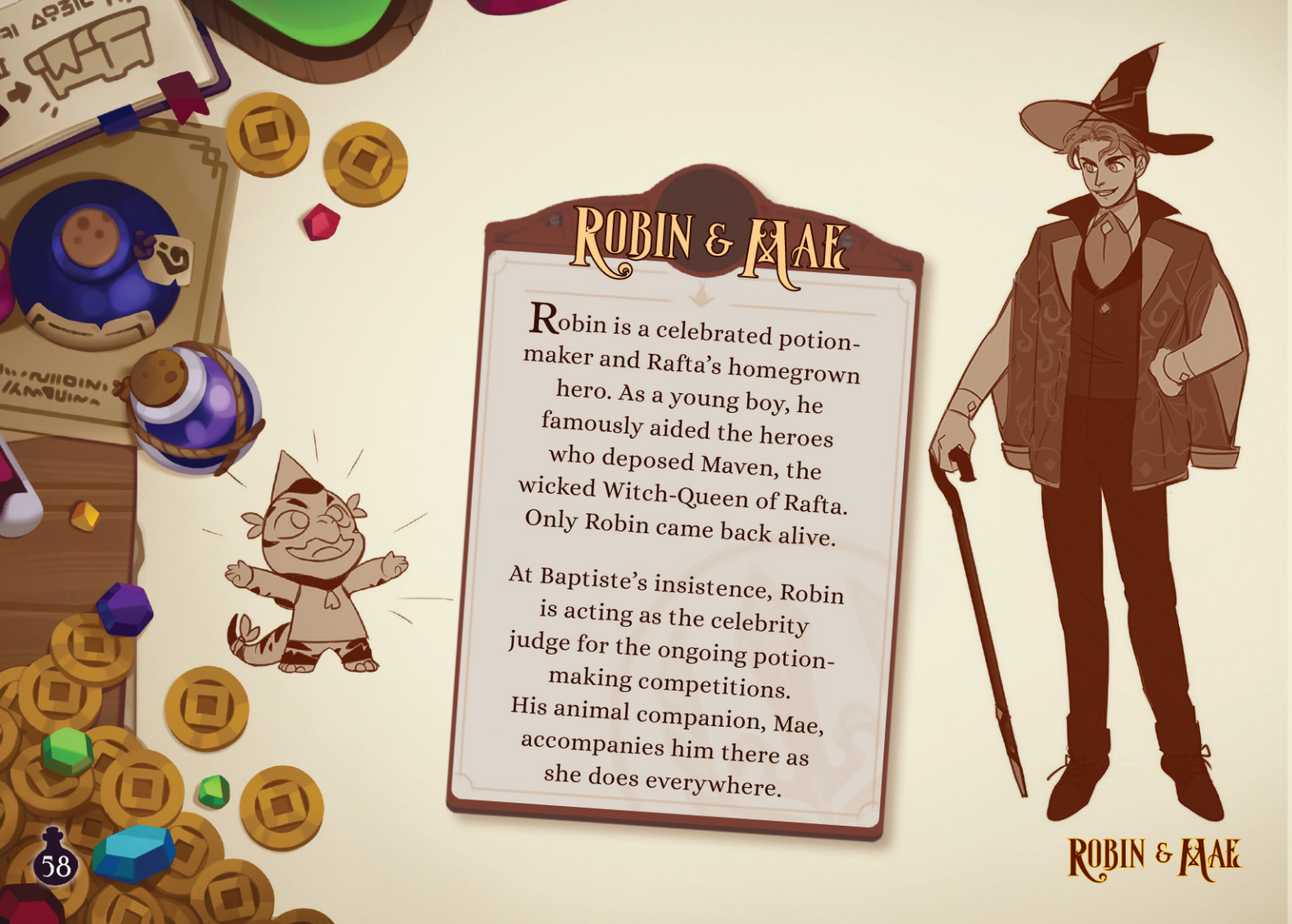
Helene represents the legal and financial authorities of the island. As acting executor of Oswald's will, she uses powerful soul magic to mystically bind Sylvia to her uncle's debt.

Helene is a witch of few words and little sympathy. She doesn't have it out for Sylvia, but neither is she interested in cutting the young witch any slack.



HELENE

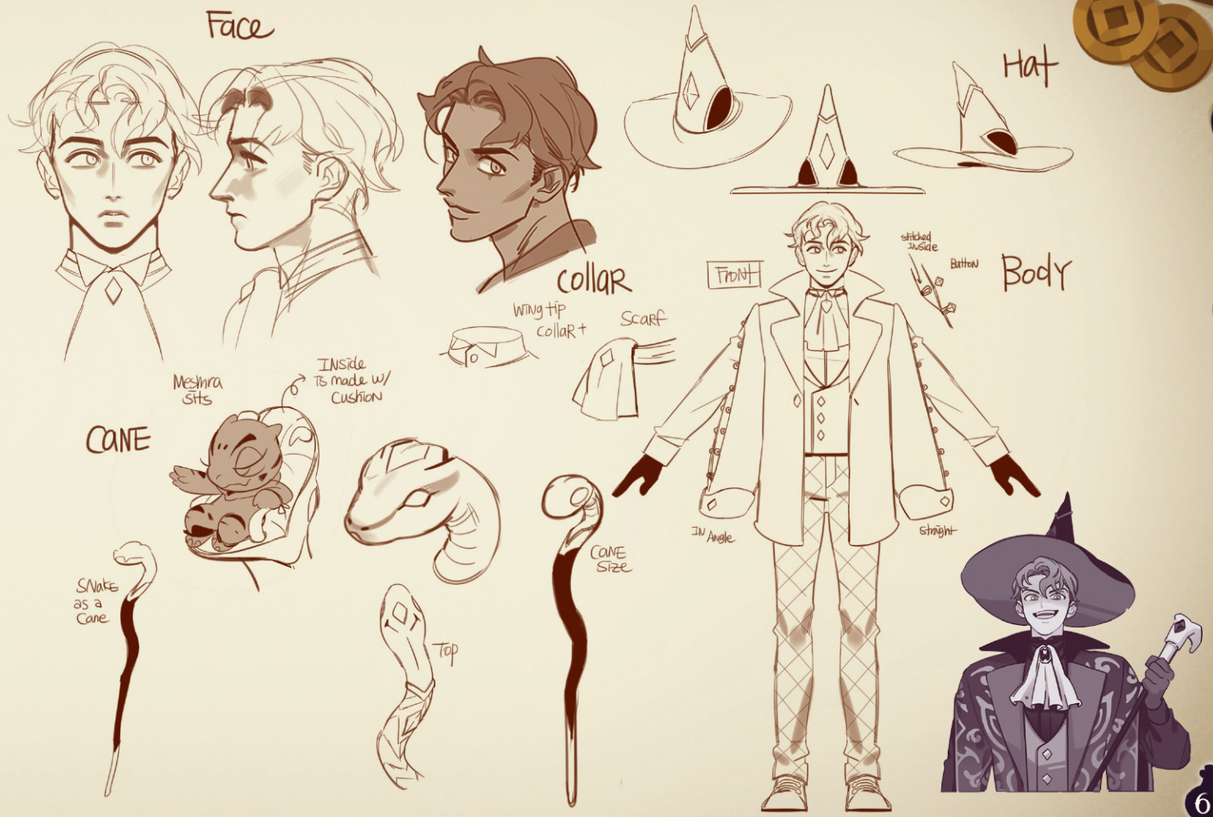
BUTTON
Thought soul patterns on the jacket might be too much w/ the combination of stripe pattern on the pants. Replaced it instead.
Back



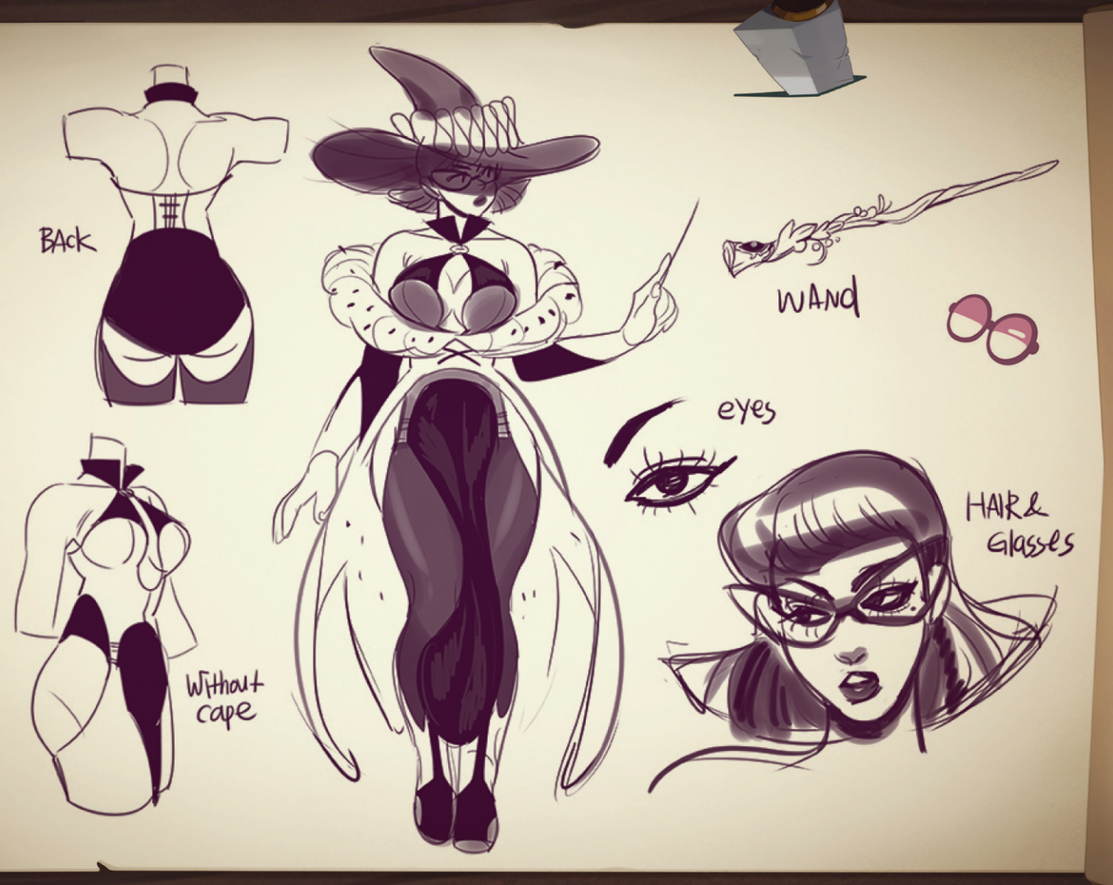
Robin & Mae

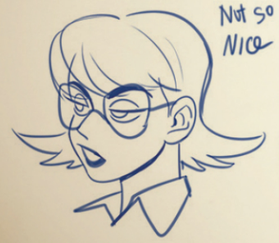
Robin is a celebrated potion-maker and Rafta's homegrown hero. As a young boy, he famously aided the heroes who deposed Maven, the wicked Witch-Queen of Rafta. Only Robin came back alive.

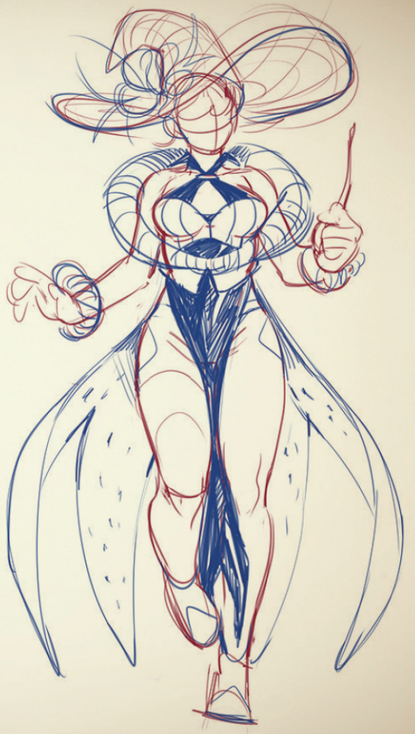
At Baptiste's insistence, Robin is acting as the celebrity judge for the ongoing potion-making competitions. His animal companion, Mae, accompanies him there as she does everywhere.


Face
Hat
collar
Wing tip collar+
Scarf
Body
stitched inside
Button
Front
CANE
Mesmra sits
INside TS made w/ cushion
Snake as a Cane
Top
CANE SIZE
IN Angle
Straight

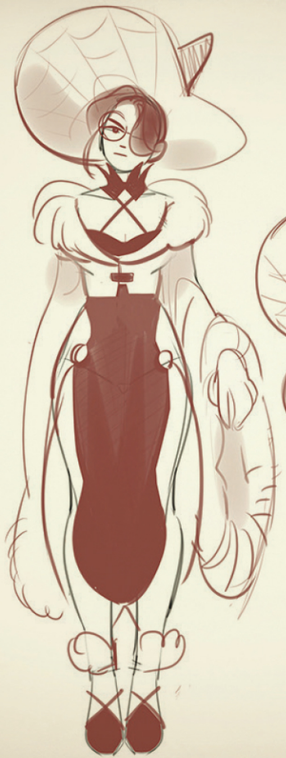
ROXANNE
Charming and devious, Roxanne is the first of Sylvia's competitors. She seems convinced that Rafta isn't big enough for the both of them, and she wastes no time trying to undermine Sylvia's fledgling business.
Roxanne values style over substance, and her potions are not nearly as impressive as she'd like people to believe. But she has many other talents and a secret or two.
ROXANNE

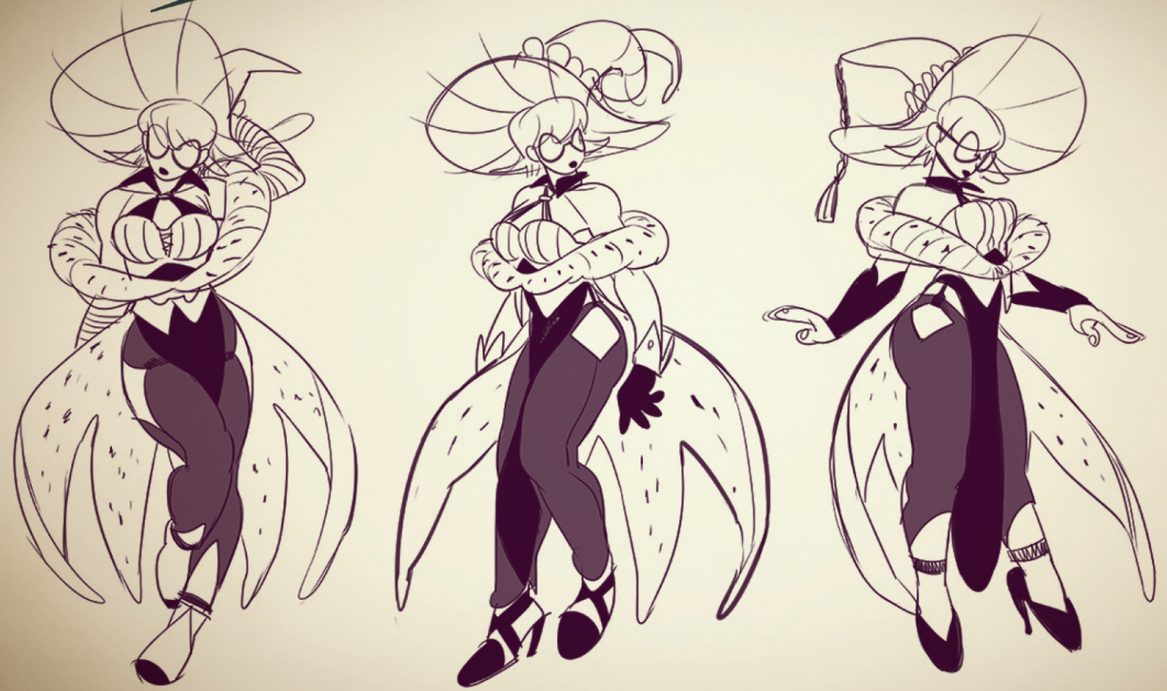

BACK
WAND
eyes
HAIR & Glasses
Without cape





ROXANNE





ROXANNE

ROXANNE

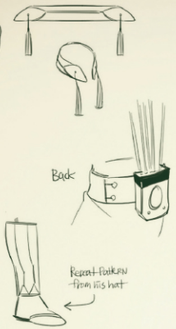
Tattoo
Front &
Back
Tattoo
Front
Tattoo
Back &
Front
Tattoo
Back

CORSAC

Corsac is more at home in the wilderness than the city, but his natural talent for potions makes him serious competition for Sylvia.

As an adventurer, explorer, and ethical hunter, Corsac sources his own ingredients, taking great care to maintain the island's delicate ecological balance. If that gives his potions a market advantage, that's a secondary concern.

CORSAC



CORSAC

Boss Finn

Smarmy and conceited, Boss Finn's toxic personality informs his business practices. He relies on cheating and bully tactics to get ahead, and he'll sink to any depths to make a profit.

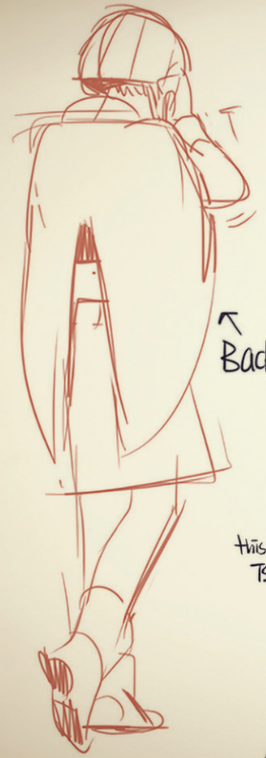
Boss Finn can't imagine ever being bested, let alone by Sylvia, who he sees as more of an annoyance than genuine competition.

BOSS FINN

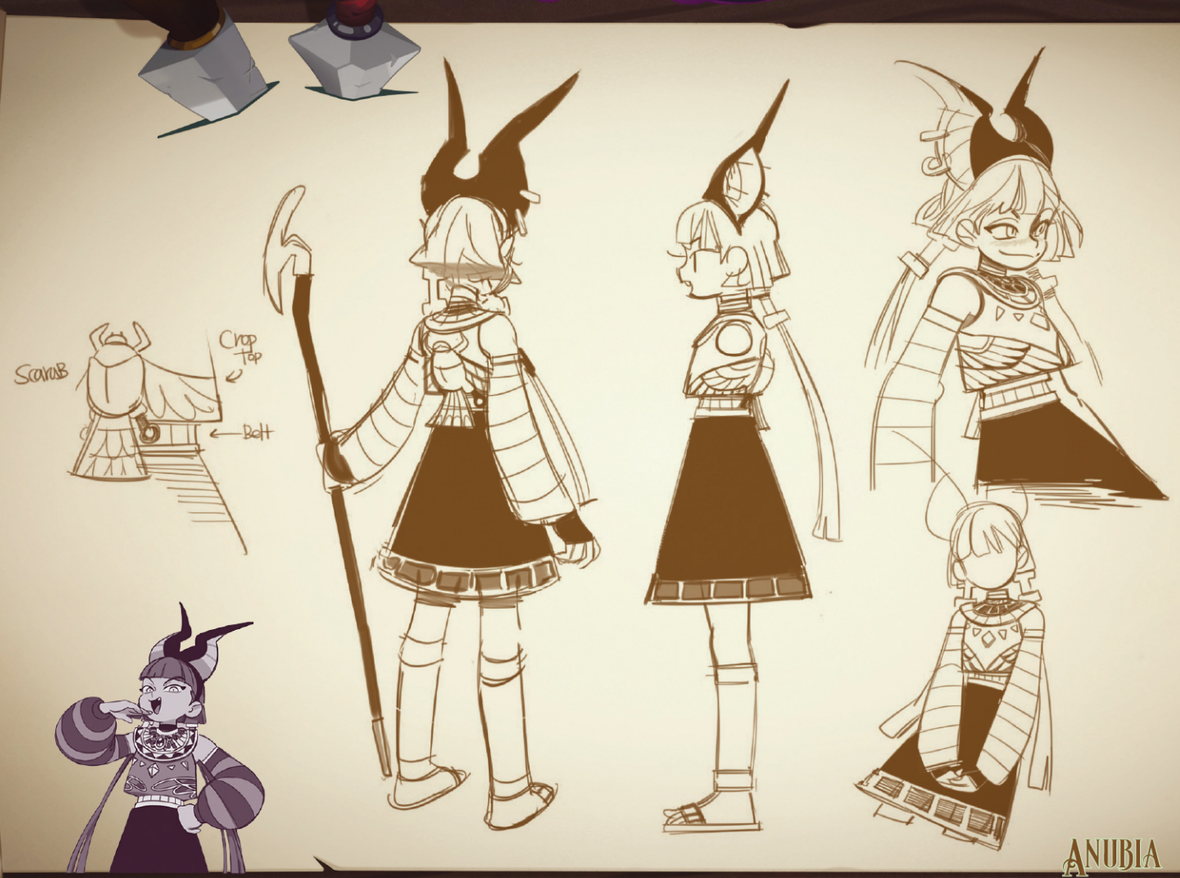
ANUBIA

Come to Rafta's shores from her blighted empire of concrete, Anubia sees the island as just another market in which to expand her business. She's built her success on appealing to convenience over artistry or ethics.

While she has the appearance of a little girl, Anubia claims to be thousands of years old. Her bearing is regal and sinister... but she is somewhat prone to temper tantrums.

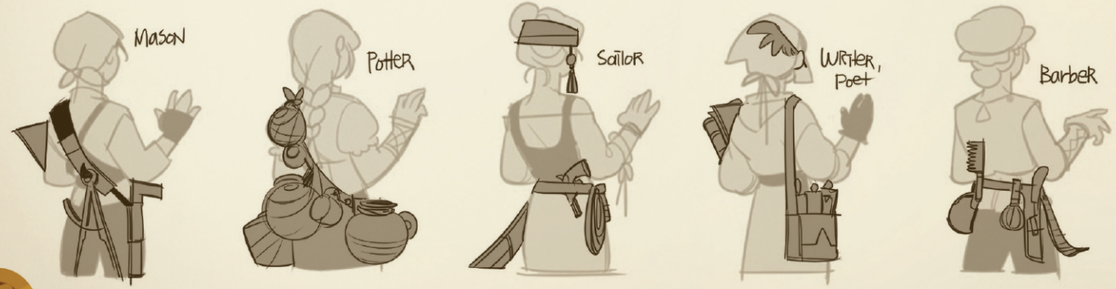


cute evil Type



ANUBIA

ANUBIA'S SARCOPHAGUS



Rafta Occupations

Hero Types

Witch Types

CARD ARTWORK

CARD ARTWORK

CARD ARTWORK

CARD ARTWORK

CARD ARTWORK

CARD ARTWORK

CARD ARTWORK

Alertness

Curse

Dowsing

Drowsy

Fire

Health

Ice

Insight

Mana

Perception

Petrification

Poison

Radiation

Seeker

Shadow

Silence

Speed

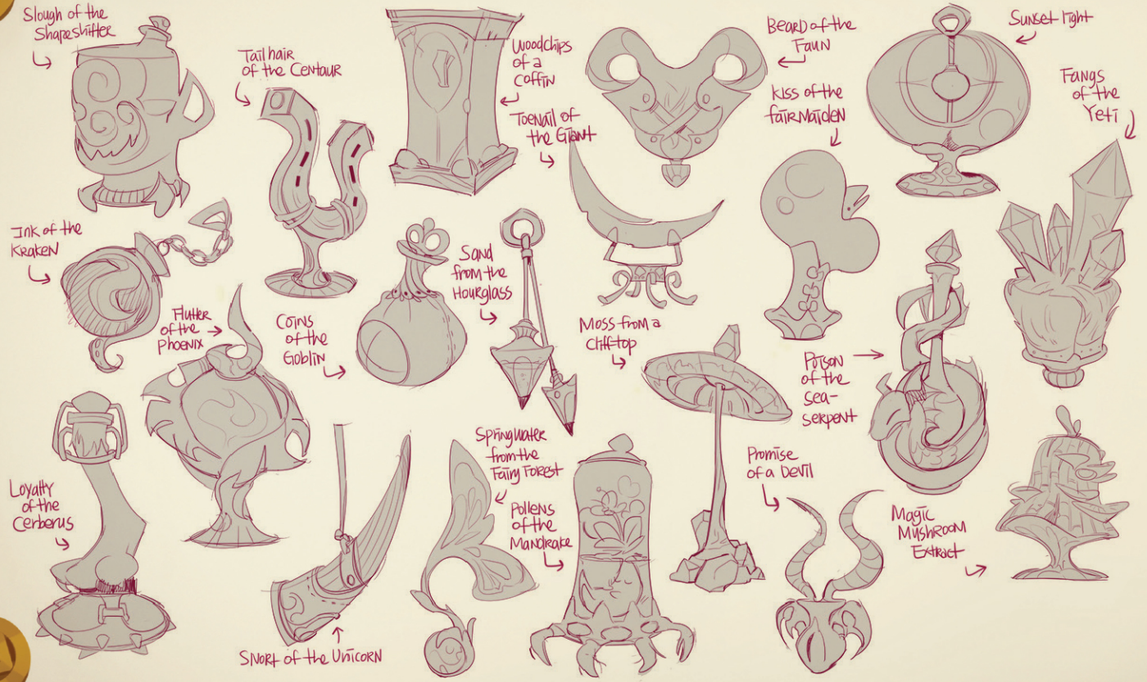
Stamina

Thunder

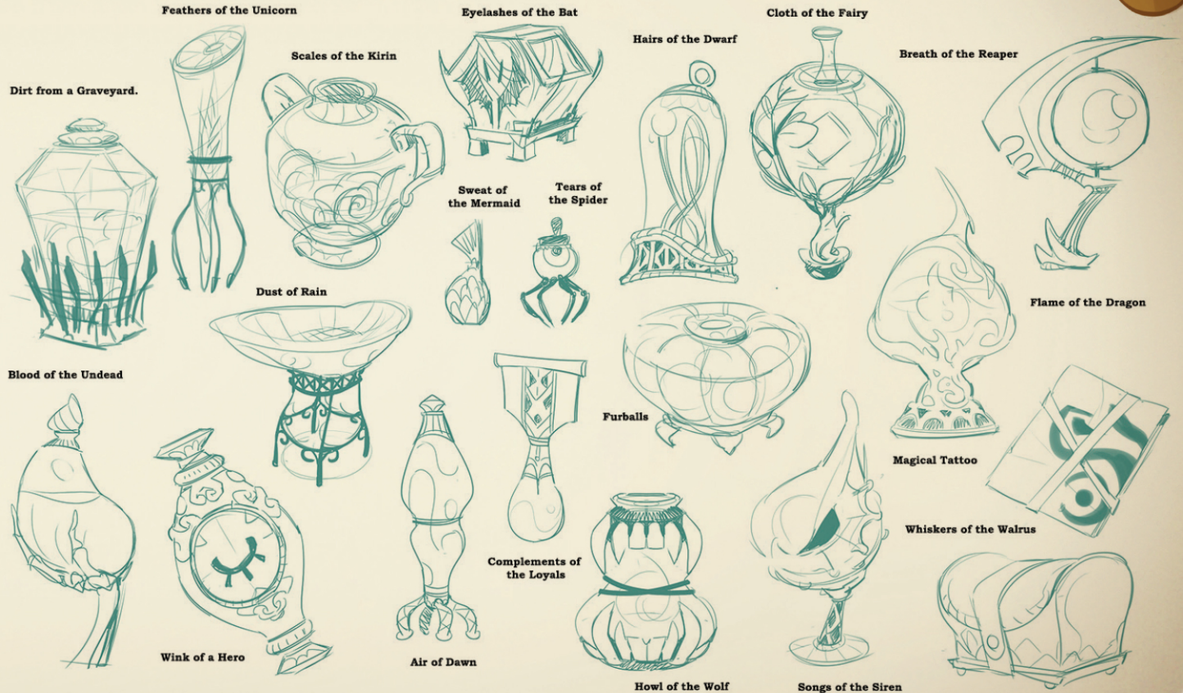
Tolerance

Ultimate

Transmogrification

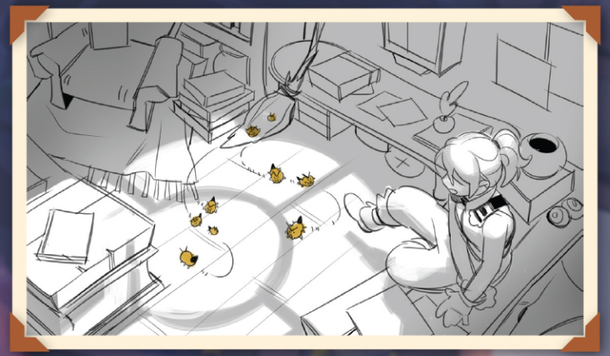

Slough of the Shapeshifter
Tail hair of the Centaur
Woodchips of a Coffin
Toenail of the Giant
Beard of the Faun
Kiss of the fairmaiden
Sunset right
Fangs of the Yeti
Ink of the Kraken
Flutter of the Phoenix
Coins of the Goblin
Sand from the Hourglass
Moss from a Cliff-top
Poison of the sea-serpent
Loyalty of the Cerberus
Spring water from the Fairy Forest
Pollens of the Mandrake
Promise of a Devil
Magic Mushroom Extract
Snort of the Unicorn

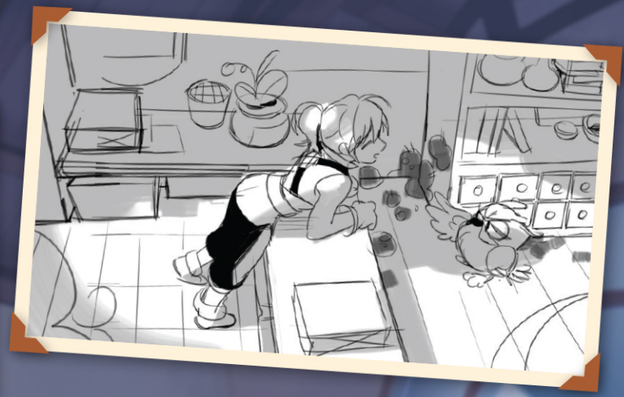
POTION INGREDIENTS

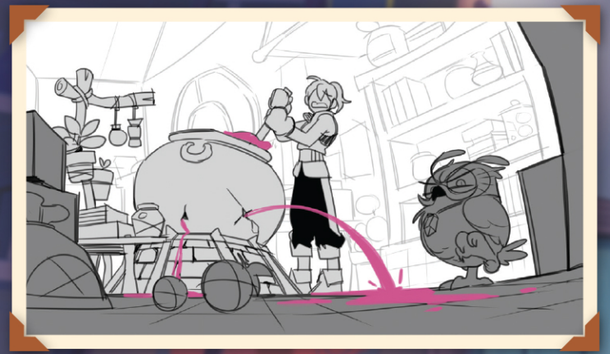


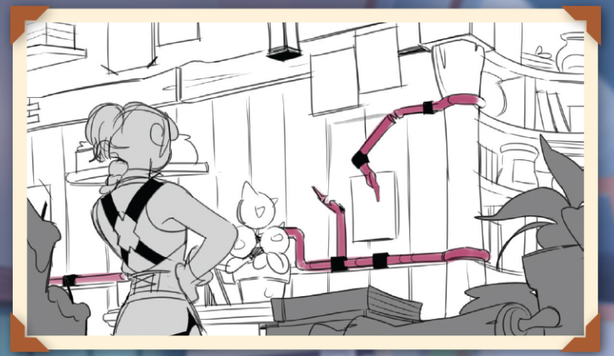
FRESH
SQUEEZED
SLIME
JUICE

WELCOME TO
Rafta

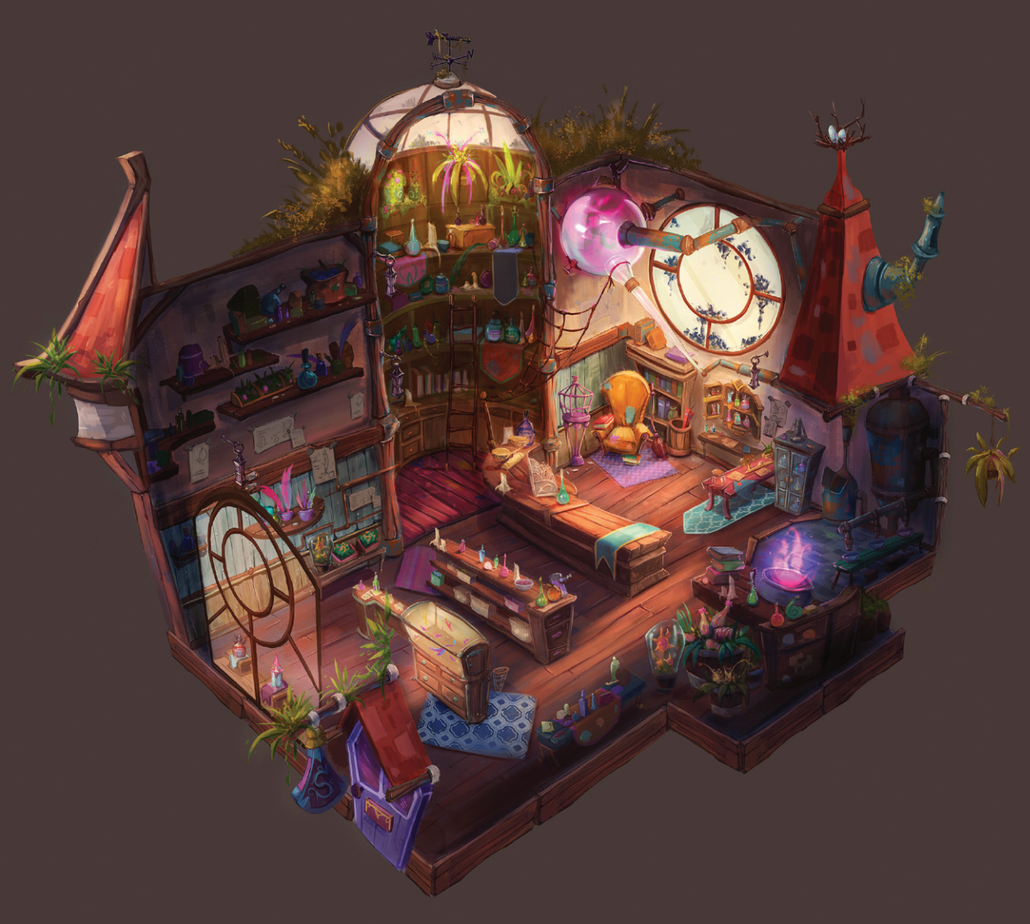




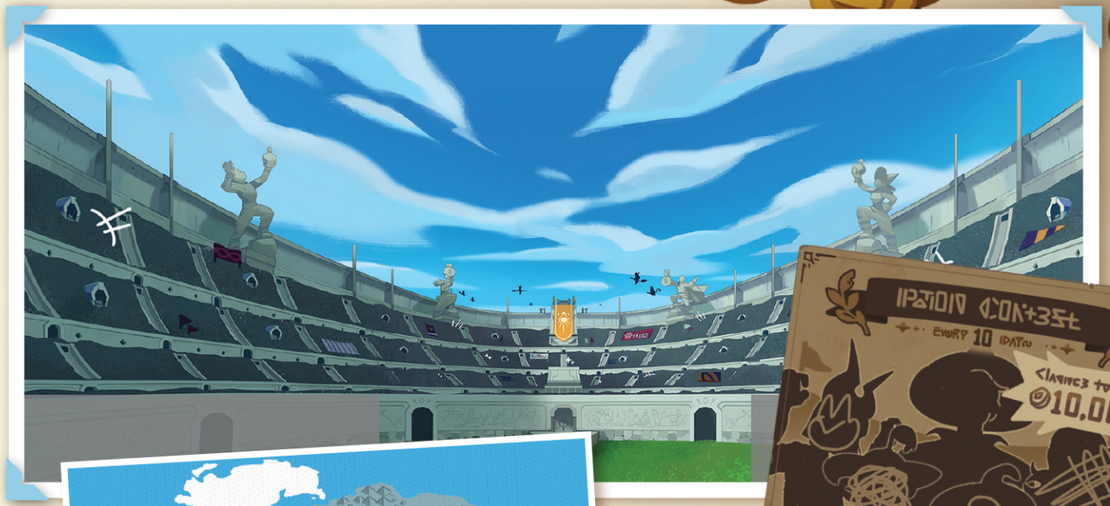


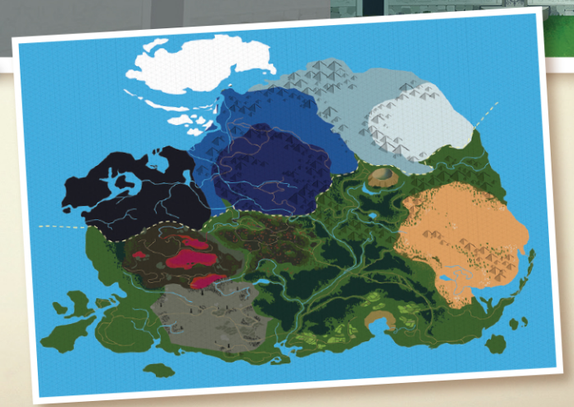


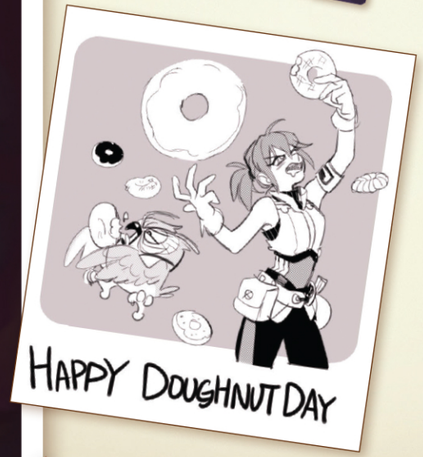
ILLUSTRATIONS



ILLUSTRATIONS






HAPPY DOUGHNUT DAY

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